XBOX
FABLE
THE LOST CHAPTERS

afety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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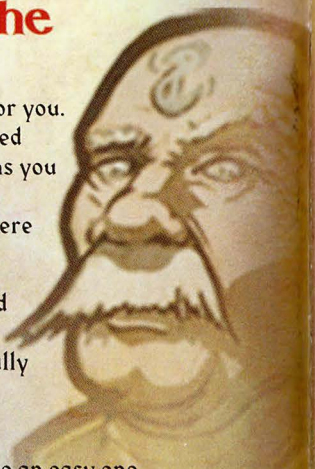
A Word from the Guildmaster



Congratulations are in store for you. The fact you have been provided with the *Book of the Guild* means you must be one of a lucky few with enough potential to be invited here as a Hero apprentice.

We consider this text sacred and even, I would say, magical. You would be wise to study it carefully from cover to cover in order to unveil its many secrets.

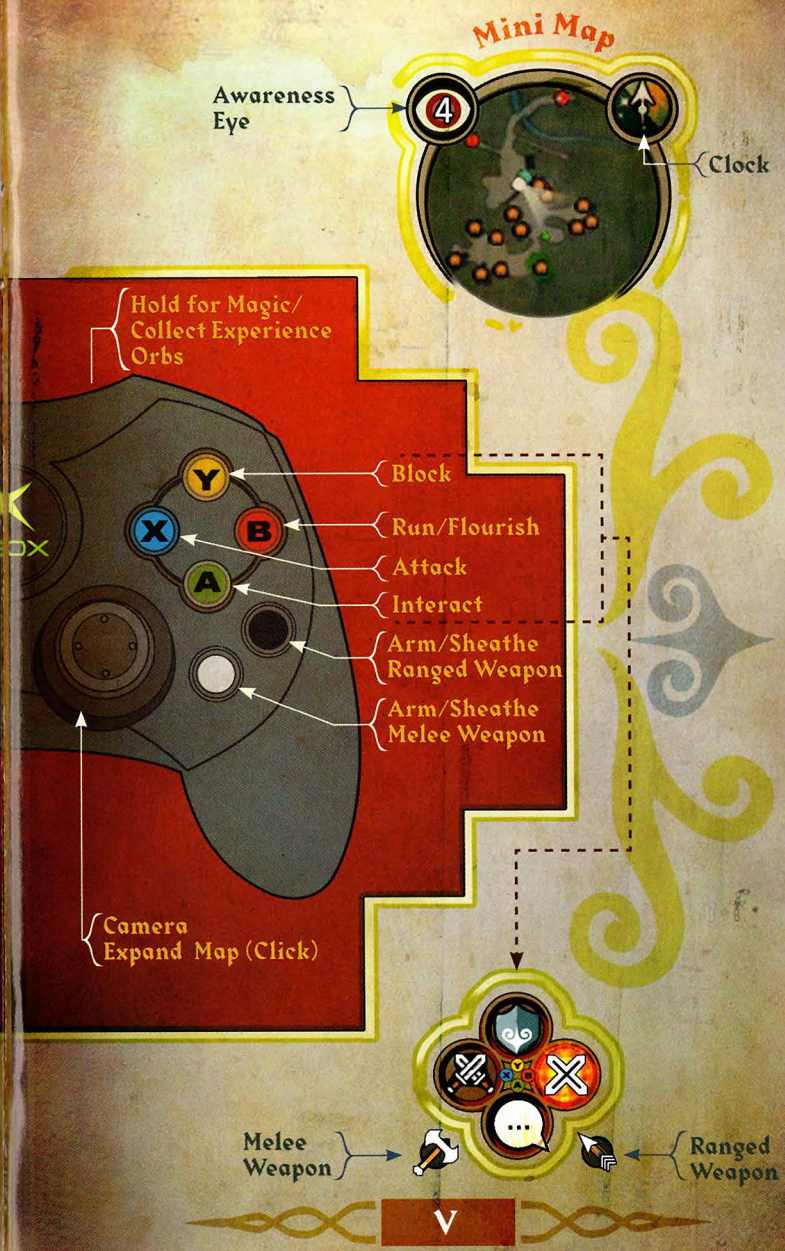
The task ahead of you will not be an easy one. Only through years of hard work can you hope to unleash your latent powers. During its long history the Guild has seen many apprentices fail through idleness and overconfidence, and I would be sorry to see one with potential such as you throw it all away. Albion needs its Heroes now more than ever.

Becoming a Hero of Renown means achieving great things, and to accomplish less than greatness is to have done next to nothing at all. You must understand that, for the Guild,

greatness has no bearing with regard to perceived good or evil. No, it has more to do with the Renown one achieves through actions, regardless of morality. Be forewarned that the work necessary to become a Hero is not to be taken half-heartedly. On the contrary, this will be a most gruelling and arduous training, encompassing all aspects of mind, body, and spirit. I say this without a wisp of doubt. We require that you apply yourself as never before, but having done that, the rewards and Renown you may achieve are unimaginable.

This said, if you do finally graduate from this Heroes' Guild, you may even one day be acknowledged as the greatest Hero ever to stride the cobbled paths of Albion. Statues have been erected all over the land in honour of those few Great Ones who came before you, those laid to rest and permanently entombed at the Guild. We may only hope our success in training you will one day flame your successes throughout Albion, coarse a place as it is. Go now, and seek your destiny!

Default Mode


Mini Map
Awareness Eye
Clock
Hold for Magic/ Collect Experience Orbs
Block
Run/Flourish
Attack
Interact
Arm/Sheathe Ranged Weapon
Arm/Sheathe Melee Weapon
Camera
Expand Map (Click)
Melee Weapon
Ranged Weapon

Magic Mode (Hold R)

Mini Map
Awareness Eye
Clock
(Hold for Magic)
Cycle Spells
Cast Spell
Arm/Sheathe Ranged Weapon
Arm/Sheathe Melee Weapon
Camera Expand Map (Click)
Melee Weapon
Ranged Weapon

At Your Command

The following information describes the primary items that appear in your view. We are unable, apprentice, to describe every possible option but have focused on those you will encounter most often.

Health Bar

The red bar in the upper-left portion of your view is the Health bar. Each time you receive a hit from an enemy, it impacts your health. Replenish your health by eating some food or drinking a potion.

Mana Bar

The blue bar in the upper-left portion of your view is the Mana bar. Mana depletes when you use magical powers of the Will. It replenishes with time, but returns more quickly when you drink blue potions.

Combat Multiplier

The Combat Multiplier indicates how much Experience you gain when you inflict blows upon your enemies. The higher the number, the more Experience points gained when you absorb Experience Orbs left in the wake of their deaths. For this reason, it is prudent to wait until you have your way with an entire group of enemies before absorbing the Experience Orbs.

General Experience Points

The General Experience Points notification appears momentarily to indicate an increase in General Experience points. These are accumulated by gathering Experience Orbs.

Strength Experience Points

The Strength Experience Points notification appears momentarily to indicate an increase in Strength Experience points. These are accumulated by using your fists or melee weapons in close combat.

Skill Experience Points

The Skill Experience Points notification appears momentarily to indicate an increase in Skill Experience points. These are accumulated by using the bow.

Will Experience Points

The Will Experience Points notification appears momentarily to indicate an increase in Will Experience points. These are accumulated by using magic.

Gold Notification

The Gold notification appears momentarily to indicate how much gold you have as well as how much you just gained or lost.

Quick Menu

The Quick menu appears when you select the Quick menu icon by pressing upward with ⊕. Use ⊕ to scroll through your choices and press right on ⊕ to continue through your chosen category. Press ⊕ to the left to go back one screen at a time or ◁ to exit the Quick menu completely.

Teleport Icon/Guild Seal

Select the Teleport icon by pressing ⊕ in the direction of the Guild Seal. Continue pressing and holding until the Guild Seal completely charges before you teleport to the Guild or an active Cullis Gate.

Context Sensitive Icons

Context-sensitive icons appear in the lower-left portion of your view and temporarily replace other icons. Two of the most helpful icons to be aware of are the Digging and Fishing icons. Health, Mana, and Expressions also appear just when you need them. When one appears, press in the direction of the icon to use the shovel, fishing rod, or whatever else makes itself available. Pay close attention to these, and you never know what you might discover.

Mini Map

The Mini Map is located in the upper-right corner of your view. Click Ⓡ to zoom in on the map. A legend for the Mini Map is available when you select Map from your Inventory. Use Ⓡ to scroll down and see a description for each map symbol.

Awareness Eye

Attached to the Mini Map, the Awareness Eye indicates how many individuals are aware of you. A red Awareness Eye reveals to you that enemies are present.

Clock

Also attached to the Mini Map, the Clock is split in half between night and day to mark the passing of time. This allows you to know the approximate time of day or night depending on where the arrow is pointing.

Inventory

Press Ⓑ to display the Inventory. Use Ⓛ or ✣ to navigate through the Skills, Equipment, Map, Quests, Logbook, and Statistics choices, and press Ⓐ for your preferred category. Use Ⓡ to scroll within any screen. Press Ⓑ again to exit the Inventory.

Pause Screen

Press Ⓢ to display the Pause screen. Choose to Save or Load a game, configure game Options, enter Xbox *Live*™ Aware, or view Controller information from the Help option.

Unsheathe/Sheathe Melee Weapon

Press ○ to unsheathe or sheathe your current melee weapon. To wield a different weapon, select it from Equipment/Weapons in your Inventory.

Unsheathe/Sheathe Ranged Weapon

When you press ●, you wield or put away the bow. To wield a different type of bow, select it from Equipment/Weapons in your Inventory.

Block Icon

Use Ⓨ to block an opponent's attack. Also, while holding Ⓨ, use Ⓛ to roll and block at the same time.

Attack Icon

Use Ⓧ to attack an enemy, whether with hand-to-hand combat or a weapon. When using the bow, press Ⓧ to shoot an arrow. The longer you hold Ⓧ down, the more powerful the force of the arrow, although accuracy will decrease. Click Ⓛ to display and zoom the crosshair. Each additional press increases the zoom until it returns to normal view.

Flourish Icon

The Flourish icon appears when you successfully land several blows without reply on an enemy. When it appears, press Ⓑ to unleash a vicious, unblockable attack on the enemy. Direct the Flourish with Ⓛ. String together multiple Flourish attacks by continuing to make contact without missing.

Speech Icon

The Speech icon indicates there is someone to interact with by pressing Ⓐ. A green highlight indicates someone with information for you. Purple indicates neutral characters. Red highlighting indicates people hostile toward you.

Interact Icon

The Interact icon reveals interactive objects, those that emit a blue or purple glow.

bout the Guild

The Guild is at the heart of Albion, and the Heroes who have flourished since its establishment keep the civilised world functioning and in relative safety. The Guild's facilities are like no others in all of Albion. To help you learn your way around the facilities and grounds, we've provided a map.

Here at the Guild, we have a long, proud tradition. Built as both a fortress and a sanctuary, these heavy, stone-masoned walls have provided protection and safety to our young Hero apprentices for hundreds of years as they've gone about their training. The Guild itself has withstood many foolhardy bandit attacks and yet remains standing while other buildings and entire villages throughout Albion have not. Let it be known that those who have dared attack the Guild have always received proper payment in return.

Sleeping and Dining Quarters

By now, you've been shown to a comfortable bed in the Guild's sleeping quarters, upstairs in the main Guild building. In addition to the sleeping quarters, there is a dining hall downstairs which has beverages on offer and fresh food prepared daily by the best cooks in the region.

Map of the Guild

Map Room

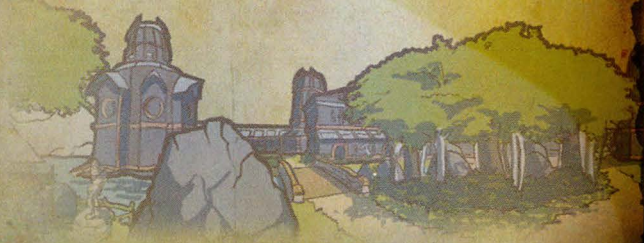
The Map Room, located just beyond the front vestibule and at the heart of the Guild's main floor, contains a large three-dimensional map of Albion. It is in the Map Room that you accept Quest Cards the people of Albion deliver to the Guild. Also, if you need to find the Guildmaster at any time during your training at the Guild, he is likely to be found in the Map Room unless he's informed you of the contrary.

Library

The Guild Library contains a wealth of information regarding the Guild itself, the region, and all of Albion. You will find details about the Old Kingdom, as well as the creatures of Albion. Use the Library to expand and refresh your knowledge of magical spells, potions, medicines, and other powers that a Hero must have to succeed at increasingly demanding Quests. Some Guild texts have been removed and not returned. If you find them, do please let us know.

Guild Shop

The Guild Shop, also in the main building, provides an opportunity to purchase a variety of weapons, both melee and ranged, in addition to a few clothing items. Of course, you will have to earn yourself a little more gold than what the typical apprentice has on hand in order to purchase them.



Training Facilities

Created specifically for developing young Heroes such as yourself, the training facilities feature a melee arena where you can work on hand-to-hand combat and weaponry skills. Furthermore, we have an archery range with both moving and stationary target dummies—a good place to hone and refine one's accuracy with the bow.

In addition to melee and archery training, there is a Will practise area on the small island between the two bridges. A relatively recent addition, the Will practise area comes complete with state-of-the-art magic-response dummies for practising your lightning-strike ability until your Mana wears out. Try to stay clear of the area when apprentices are training—we've had too many unwanted haircuts recently.

The Chamber of Fate

The Chamber of Fate is located through the Guild Library, beyond the Guild Caves walkway. This is where Hero graduation takes place, and it is also where you can return at any time to see your heroic story depicted in fresco, as it unfolds.

Outbuildings and Grounds

Our outbuildings and grounds are unrivalled. Not only is the scope of the Guild acreage quite extensive—we have our own woods and a chalk stream flowing through the midst of the property—but the woods, orchard, and stream all provide wild game and fish our dining hall staff parlay into nutritious meals for the apprentices, staff, and servants. Furthermore, apples from the orchard are yours for the taking. These help replenish you whenever your energy is low. We don't tighten our belt when it comes to developing strong Heroes.

The Hero's Apprenticeship

The Hero apprenticeship program focuses on the three most important attributes a Hero must develop to succeed: Strength, Skill, and Will. Mastery of all three sets you on the way to greatness, but to graduate, we only require that you have become proficient enough to pass a final Guild test.

Strength

Although Strength is primarily physical ability, that which you have inherited, we do expect you to strengthen yourself on a daily basis while maintaining a nutritious diet of wild game and freshly-harvested produce. Especially after graduating from the Guild, you will find increasing Strength benefits you through your being able to carry heavier weapons. You can also do more damage to opponents in battle.

During your apprenticeship, we encourage you to wander the Guild woods and explore the grounds in your free time. Running across the bridges may be good exercise, but do be careful about running around the facilities in your undergarments or apprentice robe with your sword drawn—this is as dangerous to others as it is to yourself. After you graduate from the Guild, increase your Strength by gaining Experience and then levelling up your physique, health, and toughness at the Experience Spending Platform.

Skill

Developing Hero-level battle skills requires daily training in ranged combat. Training in ranged combat primarily focuses upon use of the bow. The bow may be the most difficult of all weapons to truly master, but once accomplished, is extremely useful in combat. If you can see your enemies but they can't see you, you're clearly at an advantage—and with ranged weapons, enemies can be eliminated at a distance.

Will

Will is, in essence, the ability to use magical powers. The mastery of Will is the most misunderstood and underrated Hero ability and at the same time is a particularly distinguishing characteristic between Heroes. Numerous Will powers are available, and what you choose to specialize in is up to you.

In Will training, you are first shown one of the most basic powers—that of the ranged Lightning Spell attack. This basic attack will always serve you well, but as you gain additional experience, you can increase your abilities and acquire other powers. As with melee combat, some powers of the Will are primarily for close-in encounters, while others are useful from a distance. With any of them, it is the focus and duration of your Will that inflicts more damage on your enemy.

The Way of a Hero

Only after graduating from the Guild may you call yourself a Hero, but this is just the first step. Becoming a Hero of greatness requires you to increase both your Renown and your Experience. To this end, young Heroes must accept increasingly challenging quests that the citizenry of Albion drop off at the Guild. These are tasks deemed impossible for ordinary citizens, and many are thought not possible even for the mightiest of Heroes. Use the Quest Card's description to decide whether or not a particular Quest suits you according to your Experience and abilities. As we've stated before, it takes time to become a great Hero, and the path to greatness is yours for the choosing.

Accepting Quests

To help you decide between the various Quest Cards available to you, it is important to keep in mind that gold Quest Cards are those you must complete before progressing; silver Quest Cards are optional. To accept a Quest, press Ⓐ to interact with the map in the Guild Map Room.

As stated, the Guild makes no morality judgments with respect to good or evil Quests, and you are free to pursue your own path. You can kill and steal, or be noble and help the villagers, defeating villains and monsters as needed.

For Good, or For Evil?

Your actions as a Hero, good or evil, or somewhere in the middle, determine your alignment, and in turn, your physical appearance. Generally speaking, when you kill Guards, Traders, or villagers, you might begin to grow horns, or even attract insects. If you choose to save Traders and villagers from the evil beasts that roam the woods, you may have lighter-colored eyes and a butterfly-friendly demeanour. Good or Evil alignment also affects the way the people of Albion respond to you.

Gaining Experience

As you go about a Quest, you will gain General Experience, as well as specific Experience in Strength, Skill, and Will, depending on the means used to succeed. The approach used to defeat enemies has a direct bearing on this.

Using melee weapons gains you Experience in Strength. Using the bow gains you Experience in Skill, and using magical weapons gives you Experience in the Will. Whichever ability you use to defeat enemies, when vanquished they leave glowing Experience Orbs. Walk through them or use your powers of the Will (R) to draw them to you, and thereby gain General Experience.

When you gain Experience, notifications show you how much and what kind of Experience you have gained. Now you can use this Experience to enhance your abilities at the Experience Spending Platform at the Guild.

Gaining Renown

Everything you do affects the way the people of Albion perceive you. The fair citizens may love or hate you, as well as respect and fear you. Or, they might simply laugh at you. The choices are yours to make, and the type of Renown you receive from the people in the villages throughout Albion reflects your decisions. Word travels quite quickly here.

Renown is garnered through your actions in Quests, but Heroes for hundreds of years have also furthered their Renown by displaying Quest trophies. It goes without saying that brandishing a Bandit's head for all to see cannot help but promote one's heroism and great deeds across the land.

Heroic Boasting

You can also boast on the Boasting Platform before going on a Quest. Just outside the front door of the Guild, the Boasting Platform is where a Hero can stand up and make a mighty boast such as "I'll kill the Balverine while wearing no clothing," if you care to expose yourself in this way. Boasts bring you more gold for completing a Quest, because they are wagers of confidence in your abilities.

Travelling About Albion

The world of Albion is full of activity. Wild beasts roam the wilderness preying on Bandits, Traders, wandering nomads, and careless adventurers. As you travel the world, numerous random encounters may take place. It is up to you just where you go and what you do. You are not required to spend all of your time pursuing Quests from the Guild. As a Hero, your time is your own and the world is yours to explore as you wish.

However, as you travel, there are times when even a great Hero finds himself lost in the woods looking for the front entrance to Orchard Farm. This is where consulting your Mini Map could aid you. Take a look at the map any time you need to re-orient yourself (R) (click). At times, you will encounter additional pieces of the map that may provide you with more details. For a key to the map, select the Map heading in your Inventory and scroll down.

For a Hero, travel around Albion is now especially exciting. This is because the Guild has recently finished construction of a method of travel no other citizen possesses—that of the Teleport Pad/Cullis Gate Travel system. Utilizing highly-advanced Guild ingenuity, this travel system allows any Hero to use a certified Cullis Gate that has become unlocked upon entering a region. After one is unlocked, you can travel to that Cullis Gate any time using your Guild Seal.

You can also use the Guild Seal as a recall device from anywhere in the world of Albion back to your last location. You may also teleport back to the Guild at any time, whether it is to quickly obtain another Quest Card, replenish health, level up abilities, or eat a quick meal at the Dining Hall (note: for your own safety, please don't drink strong mead and teleport). Whatever the reason, we encourage our Heroes to use their Guild Seals to return to the Guild any time they wish.
Our Guild is certainly your Guild.

Buying and Selling Inventory

The currency in Albion is gold, and as we hope you learned in your Guild training, you must have gold to be able to buy anything at all, except peace and tranquillity—that's found out on Fisher Creek.

There are many different ways to acquire gold, the main method being that of completing Quests, but you can also trade goods or even buy and sell houses and shops for a profit. Most of the objects in Albion can be bought and sold, though some, of course, are found in the course of your travels.

When you have acquired enough gold, you can purchase important items, such as food, potions, medicines, and, of course, weapons and armour, for your Inventory. You can purchase most of these items in towns such as Bowerstone. Many items are also available from wandering Traders throughout Albion.

The fair city of Bowerstone, as with other towns, offers a number of trading booths along its many walkways and paths. If there's an item you are interested in, speak to the proprietor (A) and then sort through what he has on offer. You can sell items from your inventory, such as in a case where you need gold in a hurry. Be cautious about getting the right price unless you do not care to make a profit.

Weapons and Armour

As far as obtaining weapons and armour, a small selection is available at the Guild Shop, but it is best to look for the appropriate Trader's booth or shop in one of the towns or villages. Be aware that heavier weapons require the Strength to wield them or they will do you no good. To sell weapons or armour from your inventory, choose to sell an item while negotiating with the Trader.

Armour also may be purchased in town from the Armoury. Additional armour is never a bad idea and may save your neck, literally. It is not easily affordable, so make sure you have accumulated enough gold before you try buying armour.

Potions and Medicines

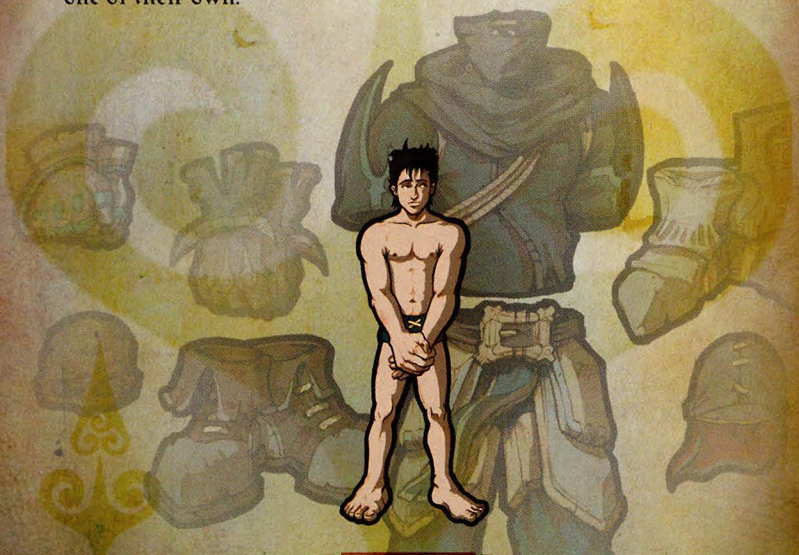
A Hero's use of potions and medicines is not trivial and should be considered carefully. Regional apothecaries have built entire trades out of these potions, but some have proven more useful for reinvigorating one's health, while others are primarily for replenishing Mana. This is by no means an exact art, and the strengths of potions vary significantly. As a general rule, the blood-red potions indicate aid to physical health, and the blue-azurite blends are for Mana replenishment. There may even be newer, recently developed blends available, but we do not have exact details on those yet. An accomplished Hero has learned the value of keeping these potions on hand.

A Hero's Appearance

Another slightly useful aspect to a Hero's reputation are the various body decorations one may purchase, such as tattoos and haircuts. Many Traders provide tattoos just as they do consumables and other items. Whatever the look you are after, the people of Albion will respond in kind.

Maybe you are thinking of getting married, and you have decided you need a change of hairstyle. If this is the case, visit the Barber of Bowerstone and request one. Do be careful though, as her razors are always quite sharp.

In addition to getting tattoos or haircuts, you have a standard issue Hero's wardrobe available in your Inventory which allows you to change the clothes you're wearing at any time. Sometimes, this may even provide a strategic advantage. For example, you might need to sneak into a Bandit's Camp for some reason, and having a quick-change Bandit's suit on hand is just right for such an occasion. This allows you to slip into something more comfortable for mingling with the Bandits, just as if you were one of their own.



Enhancing Abilities and Weapons

As mentioned, when you complete Quests and other adventures in Albion, you accumulate valuable Experience. This does not go unrecognized by the Guild, and, for that reason, we created the Experience Spending Platform in the main building.

At the Experience Spending Platform, opposite the Guild Teleport Pad in the Map Room, you can enhance your present abilities or even gain new ones. To use the Experience Spending Platform, first walk onto it. Select the ability you wish to enhance or the new ability you want to add. As you scroll over an item, view the points required for it, as well as details about what the ability provides for you.

Each additional ability level requires an ever increasing amount of Experience points. You can use General Experience points on anything, but Experience in Strength, Skill, or Will can only be spent on the associated ability and must be used up first, before using General Experience. After you make a selection, choose Buy (A). When you are done levelling up, exit the menu.

Augmenting Weapons

Not only are there a number of weapons with different capabilities available to a Hero, but some weapons are augmentable. An augmentable weapon has additional slots next to it when you select it from Equipment/Weapons in your Inventory.

For augmentations you need augmentation jewels. You can find augmentation jewels in a number of places, such as from blacksmiths, Traders, the Armoury, or even in parts of Albion where jewels have been hidden or forgotten. To perform an augmentation, simply select the weapon, and then select Augment. The various augmentations from your Inventory are displayed. Select the augmentation you desire, and the newly-augmented weapon is ready for severing Balverine heads like a knife through freshly-churned butter. After a weapon is augmented, the augmentation cannot be removed, so choose wisely.

Xbox *Live*™ Aware! Take Fable Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

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Fable & Fable TLC Lead
Fable & Fable TLC Solely Fable TLC
Solely Fable

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Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
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FORZA MOTORSPORT™

Forza Motorsport™ is the first fully-customizable driving simulator for Xbox. With authentic handling and damage physics, lifelike graphics, and realistic tuning options, *Forza Motorsport* brings your passion for cars and racing to life as you explore the high-speed world of performance automobiles. Feel the pride of owning over 200 models from Nissan, Honda, Toyota, Ferrari, Porsche, BMW, Mercedes-Benz, and over 50 other manufacturers. With your own custom collection of track monsters, take on the competition at famous circuits like The Nurburgring Nordschleife, Laguna Seca, Tsukuba, Road America, or on the spectator-lined streets of New York City, Tokyo, and Rio de Janeiro. *Forza Motorsport*. You are what you race.

Make Every Car Yours – Trick out sport compacts with real-world body kits, rims, spoilers, decals, side skirts, fender flares, and hood scoops, or add motorsport decals and team paint schemes to supercars, GT racers and exotics.

Experience the Most Technically Advanced Driving Simulation on Xbox – Cars incur damage and wear, which effects car performance. Advanced tire and suspension models respond to heat and pressure changes as well as weight transfer and aerodynamic load.

Tune It Up - Take your car to the garage and install alternative engines, suspension kits, bolt-on superchargers, brakes, rims, racing slicks and more.

xbox.com/forza

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XBOX LIVE ONLINE ENABLED

HALO 2

Earth Will Never Be The Same

The destruction of Halo slowed the Covenant, but it did not stop them. Fueled by faith, fury and vengeance, they have swept aside all of our defenses and gained a foothold on the most precious prize of all. Earth.

With the human military scattered and crushed, the fate of the planet lies in the hands of one man. Spartan 117 – the Master Chief. But resourceful and tenacious as he is, Master Chief will have to rely on new weapons, unexpected allies and a secret so incredible, it will change the Galaxy forever.

New weapons, new abilities and new environments change the Halo universe in unexpected and exhilarating ways.

Fight to save the planet in vehicles, on foot, and with the help of the last Marines on Earth.

Revel in a massively enhanced multiplayer game – and take the battle to Xbox *Live*™. Join clans, customize armor, communicate with Friends and enjoy a social gaming experience like no other.

xbox.com/halo2

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JADE EMPIRE™

Set in the ancient, mysterious world of mythical China, players train under their master's watchful eye and learn powerful martial arts and mystical powers. When danger threatens, players travel across the world, from the harsh mountains of the Land of Howling Spirits to the lush gardens of the Imperial City. In their adventures, players face powerful human and supernatural foes, learn exotic and magical martial arts, and discover the darkest secrets of the world. Only by mastering the greatest fighting styles and defeating the most powerful enemies will players earn their place as a master of martial arts in the world of "Jade Empire."

Epic story set in mythical China - Set in an ancient, mysterious world based on mythical China, players train under their master's watchful eye and learn powerful martial arts and mystical powers.

Innovative fighting system - Gamers can learn more than 30 different fighting styles, each with unique strengths and weaknesses, including martial arts styles (Legendary Fist, Storm Dragon), magic styles (Paralyzing Palm, Dire Flame), and weapon styles (Twin Axes, Halberd, and improvised weapons like chairs).

Become a martial arts master - Jump into the story right away with a pre-generated martial artist, or create a custom character tailored to specific play preferences.

xbox.com/jadeempire

Microsoft game studios

Developed By BioWare™ Corp

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SUDEKI

Four heroes – a sultry wizardress, a soaring gunslinger, a powerful swordsman and a dark huntress – are about to be hurtled over the edge in a flight into darkness. "Sudeki" pushes the limits of what a role-playing game (RPG) can be by providing bigger worlds, more powerful heroes and sexier heroines, all set in the context of fantastical real-time action. In a world ripped apart by deceit, "Sudeki" players become heroes on a twisting path of betrayal, real-time combat and unbelievable magic.

Control any one of the four distinctive champions at any time

Evolve new powers and abilities while facing over 80 unique enemies

Unleash furious attacks & awesome magic in fast-paced real-time combat

xbox.com/sudeki

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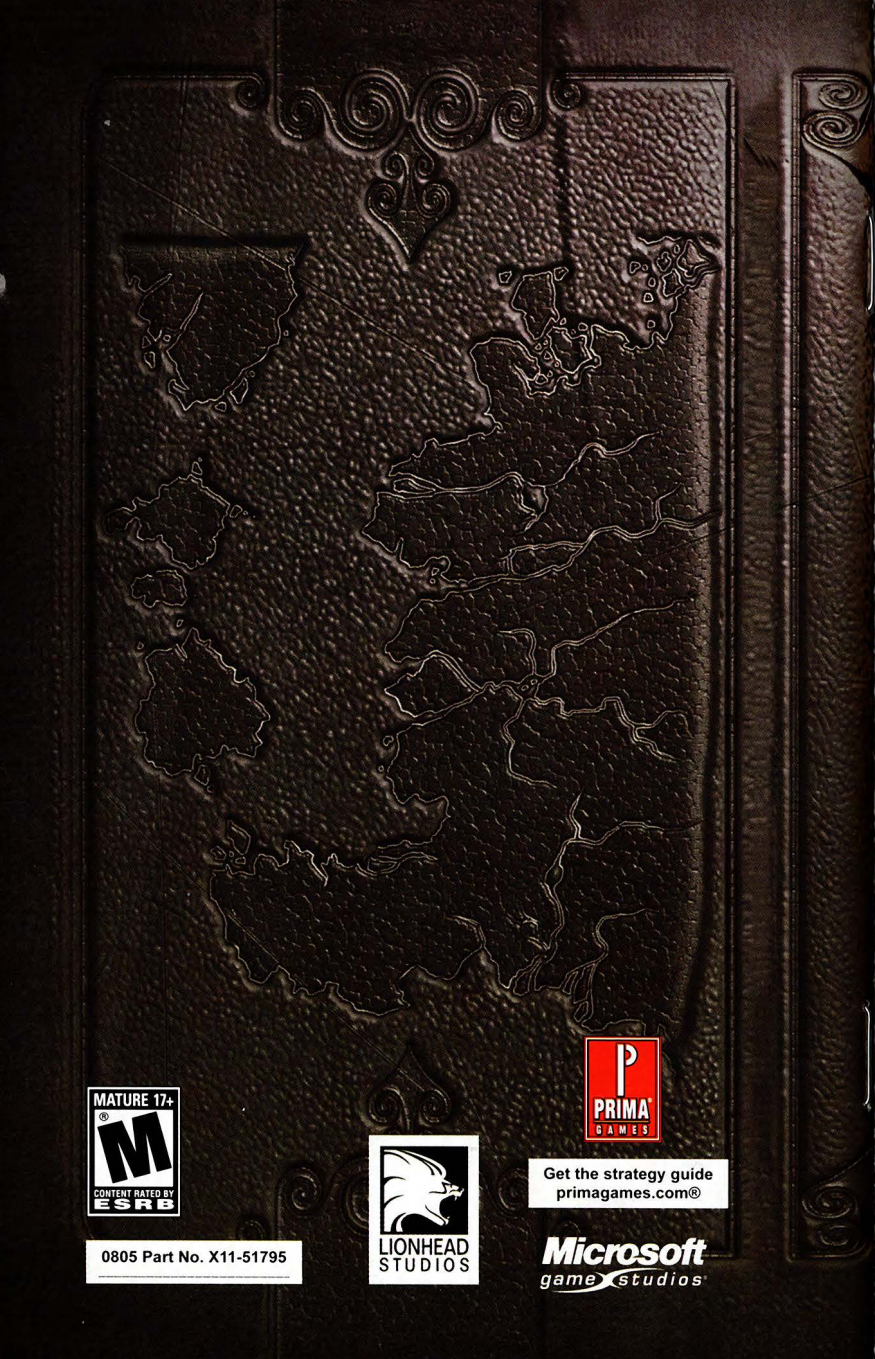
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